

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently amended) A method of streaming media data ~~by~~ comprising:
transmitting a plurality of encoded data packets over a network from a source server to a client device wherein the client device ~~includes~~ comprises a decoder for decoding the encoded packets, wherein the client device further ~~includes~~ comprises a pre-decoder buffer having a variable initial buffering time and a variable buffer size;
~~the pre-decoder buffer for receiving the transmitted data packets from~~ transmitted
by the source server at the pre-decoder buffer of the client device prior to
decoding in the decoder of the client device; and
~~wherein~~ dynamically adapting the variable initial buffering time and the variable buffer size of the pre-decoder buffer ~~are dynamically adapted for~~
~~improved~~ improving playback performance by of the client device.
2. (Currently amended) ~~A~~ The method ~~according to~~ of claim 1, wherein the client device submits a request to the source server to set ~~either one or both~~ at least one of the variable initial buffering time and ~~pre-decoder~~ the variable buffer size of the pre-decoder buffer.

3. (Currently amended) A ~~The~~ method ~~according to~~ of claim 1, wherein a default values for the variable initial buffering time and a ~~default~~ the variable buffer size are defined for the pre-decoder buffer.

4. (Currently amended) A ~~The~~ method ~~according to~~ of claim 3, wherein the client device signals ~~either one or both~~ at least one of the default values for the variable initial buffering time ~~or~~ and the ~~default~~ variable buffer size for the pre-decoder buffer to the source server.

5. (Currently amended) A ~~The~~ method ~~according to~~ of claim 1, wherein the variable initial buffering time of the pre-decoder buffer is ~~adjusted~~ dynamically adapted by the client device responsive to an indication of a required pre-decoder initial buffering time received from the source server.

6. (Currently amended) A ~~The~~ method ~~according to~~ of claim 1, wherein the variable buffer size of the pre-decoder buffer is ~~adjusted~~ dynamically adapted by the client device responsive to an indication of a required pre-decoder buffer size received from the source server.

7. (Currently amended) A ~~The~~ method ~~according to~~ of claim 1, wherein a plurality of copies of ~~said~~ the media data are available to ~~said~~ the source server, each of

~~said the~~ plurality of copies of the media data being characterized by at least one parameter indicative of a required property of the pre-decoder buffer in the client device.

8. (Currently amended) ~~A~~ The method ~~according to~~ of claim ~~4~~ 7, wherein ~~said the~~ at least one parameter indicative of a required property of the pre-decoder buffer is transmitted from ~~said the~~ source server to ~~said the~~ client device.

9. (Currently amended) ~~A~~ The method ~~according to~~ of claim 8, wherein ~~said the~~ at least one parameter indicative of a required property of the pre-decoder buffer is transmitted from ~~said the~~ source server to ~~said the~~ client device during establishment of a streaming data connection between ~~said the~~ source server and ~~said the~~ client device for streamed download of ~~said the~~ media data.

10. (Currently amended) ~~A~~ The method ~~according to~~ of claim 8, wherein ~~said the~~ at least one parameter indicative of a required property of the pre-decoder buffer is selected from a group including: a required pre-decoder initial buffering time, a required pre-decoder buffer size, or a combination of both a required pre-decoder initial buffering time and a required pre-decoder buffer-size.

11. (Currently amended) ~~A~~ The method ~~according to~~ of claim 1, wherein the dynamic adaptation is an adaptation performed by the client device responsive to a signal received from the source server.

12. (Currently amended) A The method ~~according to~~ of claim 1, wherein a buffering algorithm is used in ~~said~~ the source server to control the transmission of ~~said~~ the data packets.

13. (Currently amended) A The method ~~according to~~ of claim 12, wherein ~~said~~ the buffering algorithm causes the source server to adjust the transmission times of data packets from the source server to the client device.

14. (Currently amended) A The method ~~according to~~ of claim 12, wherein ~~said~~ the buffering algorithm verifies that the transmission of ~~said~~ the data packets from the source server is in accordance with the variable initial buffering time and variable buffer size of the pre-decoder buffer in ~~said~~ the client device.

15. (Currently amended) A The method ~~according to~~ of claim 1, wherein a post-decoder buffer is implemented in the client device to reduce decoding-related delay variations.

16. (Cancelled)

17. (Currently amended) A The method ~~according to~~ of claim 1, wherein the media data is transmitted to a wireless client device and ~~said~~ the network ~~includes~~ comprises a wireless network, ~~said~~ the wireless network being selected from a group

comprising: a GPRS (General Packet Radio Service) wireless network and a UMTS (Universal Mobile Telecommunications System).

18. (Currently amended) A system for streaming media data by transmitting a plurality of data packets containing the media data, the system ~~includes~~ comprising:

a source server hosting ~~said~~ the media data;

a network serving as a transmission medium for ~~said~~ the data packets containing the media data; and

a client device capable of playing back ~~said~~ the media data recovered from the data packets wherein ~~said~~ the client device ~~includes~~ comprises:

a pre-decoder buffer for receiving ~~said~~ the transmitted data packets from ~~said~~ the source server via ~~said~~ the network, ~~said~~ the pre-decoder buffer having a variable initial buffering time and a variable buffer size;

a decoder coupled to the pre-decoder buffer for decoding the data packets ~~from~~ received by the pre-decoder buffer; and

means for dynamically adapting the variable initial buffering time and the variable buffer size of the pre-decoder buffer, ~~for improved~~ wherein the dynamic adaptation of the variable initial buffering time and the variable buffer size improves playback performance ~~by~~ of the client device.

19. (Currently amended) ~~A~~ The system ~~according to~~ of claim 18, wherein the network ~~includes~~ comprises a wireless network selected from a group comprising: a GPRS (General Packet Radio Service) wireless network and a UMTS (Universal Mobile Telecommunications System).

20. (Currently amended) ~~A~~ The system ~~according to~~ of claim 19, wherein the client device is a wireless terminal compatible for data packet use by ~~said~~ the wireless system.

21. (Currently amended) ~~A~~ The system ~~according to~~ of claim 18, wherein a buffering algorithm is implemented in the source server for ensuring that the data packets are transmitted at a rate that complies with the buffering capabilities of the client device.

22. (Currently amended) A client device for receiving a plurality of data packets transmitted over a network from a source server, the data packets containing media data, wherein ~~it includes~~ the client device comprises:

a pre-decoder buffer for receiving ~~said~~ the transmitted data packets from ~~said~~ the source server via the network, ~~said~~ the pre-decoder buffer having a variable initial buffering time and a variable buffer size;

a decoder for decoding the data packets from the pre-decoder buffer; and

means for dynamically adapting the variable initial buffering time and the variable buffer size of the pre-decoder buffer for improved playback performance by the client device.

23. (Currently amended) A The client device ~~according to~~ of claim 22, wherein ~~it~~ the client device is selected from a group ~~including~~ comprising: a wireless terminal, a desktop computer, and a laptop computer.